VISIT…

BLACK RAID

A short adventure for four 16th-level player characters

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When the dreaded black rain falls, all those who revere deities or rely on them for power and protection cringe in fear. The black rain forms a wall between the mortal and the divine and thus, when it falls, clerics lose all their abilities to cast spells and work miracles. Only the foulest of villains would use this opportunity to strike against the near-helpless clerics of an otherwise powerful temple.

When the black rain falls, the temple of St. Cuthbert comes under siege and a magical barrier prevents anyone from helping the beleaguered clerics and temple defenders inside. Someone has to find a way to aid them, and quick!

PREPARATION

You, the Dungeon Master (DM), need a copy of the *Player's Handbook*, the *DUNGEON MASTER's Guide*, and the *MONSTER MANUAL*® to use this adventure.

Shaded text is player information, which you may read aloud or paraphrase when appropriate. Boxed sidebars contain important information for you, including special instructions. Monster and NPC statistics are provided with each encounter in abbreviated form or, where appropriate, the proper page in the *MONSTER MANUAL* is referenced.

This adventure uses a modified version of the Castle map from the September 2000 Map-a-Week feature on the D&D website. It is available for download at <http://www.wizards.com/dnd/images/mapofweek/907_c1.jpg>. The relevant portion of the map is reprinted here for your convenience.

DMs should place this adventure in their own campaigns wherever appropriate. The best place would be in a very large city, preferably one where the player characters (PCs) are known or have some influence.

THE BLACK RAIN

Imperfections mar the beauty of creation. In a battle among the gods themselves untold aeons ago, a discharge of divine might changed the weather patterns of the world so that once every few decades, an oily black rain pours out of particularly dark clouds. Whether by design or by mere mischance, this rain signals a period during which inviolate power severs the link between the mortal and the divine worlds. Even the gods themselves can do nothing to remedy this. Clerics lose all spellcasting ability, wards are suppressed, and so on.

During the time of a black rain, all characters lose the ability to cast divine spells or use divine spell completion items. Clerics lose the ability to channel positive or negative energy, and divine-based classes such as the paladin or druid lose supernatural or spell-like abilities (in the paladin's case, for example, this includes *detect evil*, divine grace, *lay on hands*, divine health, aura of courage, smite evil, *remove disease*, and turn undead).

Further, divine spell effects currently active when the rain starts, including permanent divine spell effects such as *glyphs of warding*, *hallow*, or *bull's strength* cast on a character, are all suppressed for the duration of the rain.

BACKGROUND

Terrid Fomgarten was a cleric of St. Cuthbert until his fellow priests found him extorting money from local merchants to protect them from criminals and evildoers. He was kicked out of the church and even spent some time in prison for his misdeeds. For years, he stewed in humiliation and regret, spending his waking hours training in martial skills to pass the time.

Terrid was not an evil man—at least not to start with. Being a former Cuthbertian, however, he was prone to thoughts of retribution. Eventually one day, an erinyes devil named Yallathancia approached him in disguise. Over a fine dinner and a bottle of wine, she gave him two important bits of information that led him down the road to evil. She told him where he could find two artifacts of evil power and she let slip the date of the next black rainfall. With this information, Terrid set upon his own plan for revenge against the church of St. Cuthbert.

In his quest to get the artifacts, the *iron rods*, he encountered a powerful hydra and a number of creatures called bloodtrolls. Once he gained the rods, he used their power to master the monsters. Then, he bided his time for a few months, waiting for the moment when his foes would be at their weakest—during the coming black rain.

Yallathancia showed him how to construct special rugs with *teleportation circles* on them. These special circles connected to each other like two-way gates. He kept one in his home, and one near the ruins where he found the artifacts (where his monstrous retinue stayed, including even Yallathancia). He made one to take to the temple with him on the day of the coming rain.

Finally, the day he waited for came…

CHARACTER HOOKS

Use one of the following hooks to get the player characters involved in the attack on the temple of St. Cuthbert:

- Although the exact time and place of a black rain is (almost) never precisely divined, its coming is often seen in omens, portents and divinations. Churches all over go on high alert when they learn that such an event is coming—the PCs might be involved in preparing, and thus be on the scene, in the city, when the events of the adventure occur.
- The initial call of alarm might be all it takes for true heroes to come to the aid of the St. Cuthbert temple in its hour of need. If this is the case, all that is required is that the PCs be present in town.
- If the PCs are of some repute, known for their skill and their generosity, the town leaders may send a messenger to them specifically to request their aid. If need be, the leaders can offer the PCs some monetary reward—perhaps even a small plot of land within or near the city itself.
- The PCs count either Bishop Jeard or Terrid Fomgarten as a friend or acquaintance. They are thus personally interested either in saving the Bishop or in saving Terrid from himself.

CALL OF ALARM

The city wakes to rain—a black, oily rain that gathers in tiny, fetid pools. Animals flee under cover where possible, and people do too. While it does not seem harmful or poisonous, the black rain smells a bit like pitch and is in no way pleasant.

It does not take long, however, for a call of alarm to rise through the city. The temple of St. Cuthbert is under attack!

If the PCs go to investigate, read the following text to them:

> The temple of St. Cuthbert is a single-story building with a high, pointed roof. A bell tower is near the rear and an open, flagstone-paved courtyard is at the front, with the deity's symbol—a cross within concentric circles—displayed prominently at the entrance of the yard. Currently, however, a translucent red nimbus of energy surrounds the entire building. Outside this hemisphere of power, a large, restless crowd stands in the pouring black rain. City guards are everywhere, occasionally subduing someone in the crowd, but mostly just looking at the temple in curiosity and fear.

The city's chief constable (LN female half-elf, Ftr7) is in charge of the operation outside the strange energy field surrounding the temple. Her troops attempt to disperse the crowd for their own good, but folks are fearful, upset, and ultimately resistant.

If approached by the PCs with Diplomacy (DC 20), she tells them all she knows. She needs help and fast. If the PCs cannot get her inside the temple (and at this stage, they cannot), she eventually ignores them.

What the constable knows:

- A man named Terrid Fomgarten was seen going into the temple carrying two strange iron rods about twenty-five minutes ago.
- Shortly afterward, a huge, multiheaded dragonlike beast was seen in the open courtyard.
- Briefly, some large red-skinned creatures were seen fighting with some of the templars (temple defenders) through the open doorway. She has seen no sign of the defenders or anyone else in the temple since.

Gather Information or Bardic Knowledge Check

If the PCs take the time to ask about Terrid, or if a bard is present, they can attempt to discern more information.

Result	Information
DC 10	No one knows very much about this individual. He keeps to himself most of the time. Wasn't he in prison a few years ago?
DC 20	The PCs learn of Terrid's general background and where he lived.
DC 25	There was a fire at Terrid's house a few days ago. It was badly damaged.
DC 30	Terrid has long been promising revenge against the temple of St. Cuthbert. He was recently poking around some old ruins to the south, returning eventually with a pair of strange rods.

The Energy Field

Terrid used a *wish* to create the red energy field around the temple. No one can teleport into it, breach it in any way, or use divination magic to see what is going on inside. The only ways in involve the magical gateway teleportation circles in Terrid's home and near some old ruins far to the south (these ruins are not detailed in this adventure, but the DM could develop them further if needed).

TERRID'S HOME

The PCs' only realistic hope of getting into the church is by investigating Terrid's home. Terrid lived in a two-story apartment-like house, on a floor that he shared with three other single men (a family of five lives on the floor above). Of the other three, only Gart Herson (N, male human, Com1) is currently home.

Gart is a weak-willed, fearful, slovenly type who is usually lacking in funds. He is afraid of the strange rain outside, and almost certainly even more afraid of the PCs when they show up at his door. Inside, the smoke stains of a recent fire are still visible on the white plaster of the walls. One room was clearly the most damaged in the fire. (Terrid set the fire in haste, hoping to destroy the teleportation circle in his room, but he failed—residents put out the fire faster than he anticipated.)

Gart can be convinced to tell what he knows (Diplomacy, DC 15), and he can even more easily be intimidated (DC 10).

What Gart knows:

- Terrid was a quiet man, always brooding and depressed. Not a bad fellow, but not too enjoyable to be around.
- Terrid disappeared for two weeks about three months ago, right around that time he seemed to acquire a very beautiful girlfriend (this, unknown to Gart, was the erinyes). He has acted strangely ever since. (This refers to the adventure in which Terrid discovered the iron rods.)
- Terrid talked about getting his revenge on the Church of St. Cuthbert all the time. No one took him very seriously.
- Terrid's room caught fire yesterday, but the roommates managed to put it out rather quickly. The whole place could very well have gone up in flames if not for their quick action. No one has seen Terrid since.

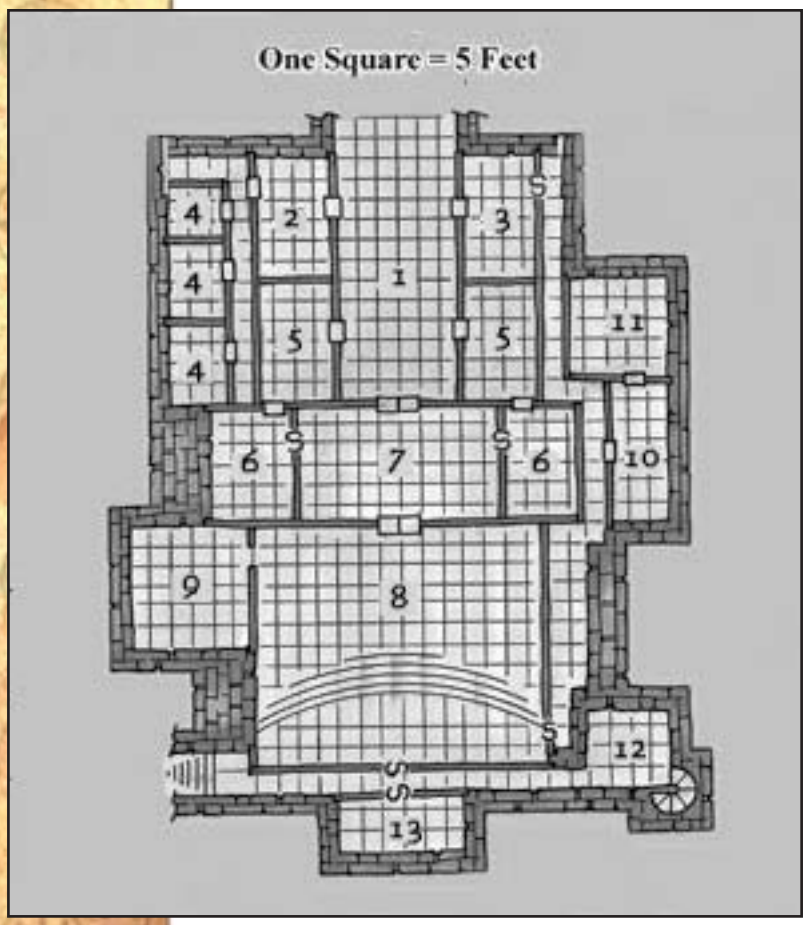
Terrid's Room

Marred by fire, this room is a blackened, charred mess. A bed, a desk, a chair, and a wardrobe furnished the room, but now they are all damaged beyond use.

A Search of the room (DC 20) reveals an important clue, and the way into the temple.

Clue: In the desk, amid burned and charred papers, there's an unfinished letter addressed to "Yallathancia."

In it, Terrid talks about his gratitude toward her for helping him explore "the ruins" and find "the rods." He hopes the power boost he gave her adequately demonstrated his thanks. It also mentions "keeping the bloodtrolls in line until the rain comes" and future plans to destroy the "gateway" in a fire.



The way in: There's a strange rug, slightly blackened and singed from the fire, rolled up under the bed. Unrolled, it displays a magic circle drawn in what appears to be blood, with many magical runes around it and two yellow stones woven into the rug itself.

If one stone is pressed, the circle glows with power. Anyone stepping onto the rug ends up standing on a similar rug out in the wilderness south of the city. The remains of a crude campsite are close by, and the ground is littered in gnawed bones, trash, and dung.

If the other stone is pressed, the circle also glows. Anyone stepping onto the rug ends up standing on a similar rug in the courtyard of the temple of St. Cuthbert (see Area 1).

Note that all three rugs work the same way—all of them lead to one of the other two, depending on which stone is touched. No matter what, however, all three rugs lose their power in 1d3 weeks.

TEMPLE OF ST. CUTHBERT OF THE CUDGEL

Under normal circumstances, this would be a standard temple to the lawful neutral god of retribution.

Temple Features

The outer walls of the temple are smooth stone, 5 feet thick (hardness 8; 450 hp; Break DC 50). The DC to climb them is 20. The interior walls are 1 foot thick (hardness 8; 90 hp; Break DC 35). All doors are wooden (**Wooden Doors:** 2 in. thick; hardness 5; hp 20; AC 5; Break DC 23). The ceilings are all 15 feet high unless described otherwise. The temple is mostly windowless, except for some small windows in Areas 2, 3 and all rooms marked 4 and 5 (although the windows in Area 5 rooms look into the courtyard only).

1. Paved Courtyard (EL 15)

This beautiful courtyard is paved with flagstones and decorated with planters full of small trees, shrubs, and flowers. Two normal sized doors lead off to either side of the yard, and a pair of imposing double doors leads into the temple straight ahead. A few small windows on the sides look into the courtyard.

A terrifying, blue-scaled beast, 20 feet long, with a dozen snarling, draconic heads, stomps around the south part of the yard. A few bloody spots on the ground mark the grisly remains of what must have been recent meals for the creature.

Once he used the *wish* function of the *iron rods* to create the energy barrier, Terrid set up the special teleportation circle rug here in the courtyard, next to the wall, between the doors to Areas 3 and 5. He commanded the hydra to guard here, and his bloodtroll allies then raced into the temple and began overcoming the templars and priests within.

Creatures. Terrid tamed a powerful hydra on his adventures and brought it through the teleportation circle from the ruins once he established the energy barrier around the temple. It has killed and eaten a few of the people who were at the temple, but it is still quite hungry and immediately attacks anyone other than Terrid or his allies. In fact, if anyone (even Terrid) comes into this area wounded, the smell of blood drives the hydra to attack.

Twelve-headed lernaean cryohydra: hp 140, see *Monster Manual* p. 122. Terrid used the *wish* function of the *iron rods* to increase the beast's Strength to 24, giving it a +1 bonus to attack and damage rolls.

2. Refectory/Priests' Common Room

This room has two long tables girded by wooden benches, as well as a few chairs, end tables, and divans clustered in the south part of the room near a pair of bronze braziers. A stack of dirty dishes is piled on one of the long tables. Two dead people, a male half-elf and a human woman, dressed in priestly garments, lie near the door to the courtyard.

The corpses are those of clerics killed quickly by the bloodtrolls. All of their valuables were taken.

3. Library

Filled with packed bookshelves, this room is clearly a library. A few chairs\ next to tables with oil lamps sit in the middle of the room.

This room has gone mostly undisturbed by the fighting so far.

A secret door (Search, DC 25) behind a bookshelf is trigged to pivot when someone pulls a fake book from its position. The passage leads to the sacred Areas 10 and 11 as well as the main sanctuary, Area 8.

4. Priest Cells

This simple room has two beds, a chest of drawers, a small table with an incense burner on it, two chairs, and a wardrobe. A small bookshelf hangs on the west wall, near a large holy symbol of St. Cuthbert.

The six medium-ranked clerics of the temple lived in these apartments, two to a room. Five of these clerics are dead. Their cells hold nothing of value or interest—just holy texts, candles, priestly garments, and personal belongings.

Each of these rooms has a small, high-placed window in the outside wall.

Creatures. Hiding in the southernmost room is Nester Falinash, a mid-ranking cleric of St. Cuthbert. She is having an extremely bad day. First, her link to her god is severed. Now, most of her friends are killed, her temple is defiled, and her life is in extreme danger. She bides her time here, waiting for an opportunity to strike at her foes or go get help (although she can see a strange red glow out her window, she remains unaware of the energy field's actual function—she does not know she cannot get out and that help cannot get in). She knows that "some strange man with iron rods is tormenting Bishop Jeard in the sanctuary," but she fears she cannot get to him in time. Nester willingly tells the PCs the basic layout of the place, including the secret doors that might allow them to get to the sanctuary. She does not know about the *wall of force* in Area 8 (since Terrid just put it up).

Adventuring in the Black Rain

Obviously, fighting in the black rain is difficult, for all divine spellcasters and characters are bereft of much of their power. Fortunately, all such characters still possess a respectable amount of combat skill, and thus still have plenty of ability to back up their friends. The real danger is the lack of healing. Curative potions suddenly become extremely important.

At some point during the climactic encounter with Terrid, the divinely-powered PCs should realize that the rain has stopped—the powers that they had been denied return. This proves particularly effective if it happens just as Terrid seems to have the upper hand and all is lost.

During the black rain, all EL ratings should increase by 1. All challenges the group overcomes during the rain should be worth +50% XP.

Nester Falinash: Female human Clr6; CR 6; Medium-size humanoid; HD 6d8+3; hp 30; Init –1; Spd 20 ft.; AC 19, touch 9, flat-footed 19; Atk +6 melee (1d8+2, *+1 heavy mace*); SA Turn undead 3/day; AL LN; SV Fort +5, Ref +1, Will +7; Str 13, Dex 9, Con 10, Int 12, Wis 15, Cha 11.

Skills and Feats: Concentration +7, Craft (woodworking) +9, Diplomacy +8, Scry +8, Sense Motive +5; Combat Casting, Maximize Spell, Power Attack, Toughness.

Cleric Spells (5/4+1/4+1/2+1; base DC = 12 + spell level): None currently prepared.

Deity: St. Cuthbert. Domains: Law (cast law spells at +1 caster level), Protection (protective ward 1/day).

Possessions: *+1 heavy mace*, full plate armor, masterwork large steel shield, scroll of *lesser restoration, potion of levitate, potion of cure moderate wounds*, holy symbol, 13 gp.

5. Templar Barracks

Beds, chairs, a table, and a few chests lie upturned and scattered throughout the room. Blood spatters and smears, broken weapons, and a few mangled corpses make it clear that a terrible battle ensued here not long ago.

A Search check (DC 20) allows a character to find a *potion of cure moderate wounds* and a *potion of lesser restoration* on the fallen in the room to the west.

In the room to the west, the door between Areas 5 and 6 hangs open. In the room to the east, the same door is closed, but nonetheless the sounds of battle can be heard from beyond (Area 6).

6. Templar Armory/Storage (EL 15)

Weapon racks hang on the walls, and barrels filled with arrows and crossbow bolts stand along one wall, along with shields, helms, and some breastplates. Other crates, barrels, and boxes fill the rest of the room. A few discarded weapons lie on the floor.

Creatures. In the easternmost of these two areas, a lone templar fights a losing battle against two bloodtroll fighters and a bloodtroll champion. Reginard will fall without the aid of the PCs. If aided, he joins with his rescuers as long as they are intent on killing the invaders and saving whomever they can in the temple. He can tell them about the layout of the temple, including all the secret doors.

Reginard (Templar): Male human Pal5; CR 5; Medium-size humanoid; HD 5d10+20; hp 47 (currently 24); Init +5; Spd 20 ft.; AC 21, touch 11, flat-footed 20; Atk +9 melee (1d8+3/19–20, *+1 longsword*); SA Smite evil, turn undead 7/day; SQ Aura of courage, *detect evil*, divine grace, divine health, *lay on hands, remove disease* 1/week; AL LG; SV Fort +13, Ref +7, Will +10; Str 15, Dex 12, Con 18, Int 12, Wis 18, Cha 18.

Skills and Feats: Diplomacy +12, Handle Animal +12, Heal +7, Knowledge (religion) +8, Listen +7, Ride (horse) +3, Spot +8; Alertness, Improved Initiative, Weapon Focus (longsword).

Smite Evil (Su): Once per day, Reginard may attempt to smite evil with one normal melee attack. He adds 4 to his attack roll and deals 5 extra points of damage. Smiting a creature that is not evil has no effect but uses the ability for that day.

Remove Disease **(Sp):** Reginard can remove disease, as the spell, once per week.

Aura of Courage (Su): Reginard is immune to fear, magical or otherwise. Allies within 10 feet of him gain a +4 morale bonus on saving throws against fear effects.

Detect Evil **(Sp):** Reginard can detect evil at will as the spell.

Divine Grace: Reginard applies his Charisma bonus to all saving throws. (This modifier is already figured into the statistics given above.)

Divine Health: Reginard is immune to all diseases, including magical diseases such as mummy rot and lycanthropy.

Lay on Hands **(Sp):** Reginard can heal wounds by touch as a standard action. Each day he can cure 20 hit points. He can cure himself and can divide the curing among multiple recipients. He doesn't have to use it all at once. Alternatively, he can use some or all of these points to deal damage to undead creatures as a touch attack.

Paladin Spells Prepared (1; base DC = 14 + spell level): None currently.

Possessions: Masterwork full plate armor, masterwork large steel shield, *+1 longsword*, *+1 cloak of resistance*, *potion of protection from acid*, scroll of *bless weapon* and *cure light wounds*, 5 gp.

Bloodtroll Fighters (2): Male bloodtroll Ftr6; CR 11; Large giant; HD 6d8+42 plus 6d10+42; hp 144; Init +4; Spd 30 ft.; AC 26, touch 13, flat-footed 22; Atk +19 melee (1d6+10, 2 claws) and+14 melee (1d6+5, bite); or +21/+16 melee (2d8+18/19–20, *Huge +1*

Bloodtrolls

Bloodtrolls are lawful evil red-skinned trolls, often found in the service of devils (most likely they were brought about through devil-inspired breeding). These trolls are slightly more intelligent and sophisticated than standard trolls. They almost always have levels in a class, favoring fighter although a few exceptional individuals become wizards. They are never clerics and worship no gods. They are as vicious and bloodthirsty as their name suggests.

All the bloodtroll fighters in this adventure have drunk their *potions of fire resistance*. They all are in a state of absolute slaughter frenzy and fight to the death (because they believe themselves unkillable).

greatsword); Face/Reach 5 ft. by 5 ft./10 ft.; SA Rend 2d6+9; SQ Darkvision 60 ft., regeneration 5; AL LE; SV Fort +17, Ref +10, Will +6; Str 30, Dex 18, Con 25, Int 8, Wis 10, Cha 10.

Skills and Feats: Climb +10, Hide –2, Intimidate +1, Listen +7, Move Silently +3, Spot +6; Alertness, Combat Reflexes, Dodge, Iron Will, Lightning Reflexes, Power Attack, Weapon Focus (greatsword), Weapon Specialization (greatsword).

Rend (Ex): If the bloodtroll hits with both claw attacks, it latches onto the opponent's body and tears the flesh. This attack automatically deals an additional 2d6+9 points of damage.

Regeneration (Ex): Damage dealt to a bloodtroll is treated as subdual damge, which automatically heals at a rate of 5 hit points per round. Fire and acid deal normal damage to the creature, which doesn't go away. Attack forms that don't deal hit point damage ignore regeneration, and it does not restore hit points lost from starvation, thirst, or suffocation. Bloodtrolls can regrow lost parts of their bodies in 3d6 minutes and can reattach severed limbs and body parts instantly by holding them to the appropriate stumps. Severed parts that are not reattached wither and die normally.

Possessions: *+2 chain shirt, Huge +1 greatsword, potion of fire resistance* (used), *potion of cure serious wounds,* 30 gp.

Bloodtroll Champion: Male bloodtroll Ftr9; CR 14; Large giant; HD 6d8+60 plus 9d10+90; hp 226; Init +3; Spd 30 ft.; AC 28, touch 12, flat-footed 25; Atk +22 melee (1d6+10, 2 claws) and +17 melee (1d6+5, bite); or +24/+19/ +14 melee (2d6+13/15–20, *+1 keen greatsword*); Face/Reach 5 ft. by 5 ft./10 ft.; SA Rend 2d6+9; SQ Darkvision 60 ft., regeneration 5; AL LE; SV Fort +21, Ref +8, Will +10; Str 31, Dex 17, Con 30, Int 8, Wis 16, Cha 12.

Skills and Feats: Climb +8, Hide –6, Listen +10, Move Silently +1, Spot +9; Alertness, Blind-Fight, Cleave, Combat Reflexes, Dodge, Improved Critical (greatsword), Iron Will, Power Attack, Weapon Focus (greatsword), Weapon Specialization (greatsword).

Rend (Ex): If the bloodtroll hits with both claw attacks, it latches onto the opponent's body and tears the flesh. This attack automatically deals an additional 2d6+9 points of damage.

Regeneration (Ex): Damage dealt to the bloodtroll is treated as subdual damge, which automatically heals at a rate of 5 hit points per round. Fire and acid deal normal damage to the creature, which doesn't go away. Attack forms that don't deal hit point damage ignore regeneration, and it does not restore hit points lost from starvation, thirst, or suffocation. Bloodtrolls can regrow lost parts of their bodies in 3d6 minutes and can reattach severed limbs and body parts instantly by holding them to the appropriate stumps. Severed parts that are not reattached wither and die normally.

Possessions: *+1 breastplate, +1 large steel shield, +1 keen greatsword, ring of fire resistance* (*major*), *potion of cure moderate wounds,* 50 gp gold ring, bag with 94 gp and 10 pp.

7. Antechamber

Blood and gore coat the marble floors and white walls of this holy place. Dead men and women in plate armor, their swords broken, their shields battered, lay strewn about the room—some of their corpses appear to have been partially eaten.

With no significant source of acid to use against their foes, the defenders here were slaughtered by the fire-resistant trolls, who regenerated all the damage they could dish out. There are 12 dead people here. A search of the bodies (DC 15) results in the discovery of eight suits of masterwork plate armor, three masterwork longswords, a *+1 shield*, two masterwork shields, and four *potions of cure light wounds.* Everything else is broken, taken, or destroyed.

The doors into Area 8 are not locked, but a *wall of force* blocks the doorway (the doors open into this room).

8. Sanctuary (EL 18)

This large room is clearly the main sanctuary of the temple. An altar rests upon a large dais near the far wall, behind which stands a tall marble statue of St. Cuthbert, flanked by huge golden versions of his holy symbol on the wall. Gold and white draperies hang along each side wall.

Three corpses in plate armor, their shields and swords still at their sides, lay near the door. On the dais, a dead woman in priestly garb sprawls upon the steps, and standing near her is a tall, gaunt man with a wild look in his eyes. He wears heavy armor and brandishes an iron rod in either hand, waving them about and clanging them together. Next to the altar, a wounded, heavy-set man leans, weary and defeated, about to give out at any moment due to blood loss.

Terrid has blocked the doorway into this room with a *wall of force* created by the *iron rods*. The PCs must bring it down, go through the walls, teleport, or use a secret door. (Terrid knows about the secret passage to Areas 12 and 13. He does not know about the secret passage to Area 3).

This room normally remains under the affects of a *hallow* spell, but the black rain suppresses it. When it functions, it grants all non-evil creatures the effects of an *aid* spell within its confines.

A secret door (Search, DC 25) is hidden within the east wall, behind a drape. It pivots open. A secret door to the south (Search, DC 20) behind the altar can be opened using a switch on the altar itself.

Creatures. Terrid is here, with Bishop Jeard, the high priest of the temple. He has effectively subdued his enemy and now gloats and raves about the injustices of Jeard and the temple against him. The injured Jeard does whatever he can, biding his time until the black rain stops and he can heal himself and strike back.

Terrid is extremely overconfident and gripped by rage. Even if he sees the PCs, he ignores them—only when they actually harm him or interfere with what he is doing does he act: He attempts to defend himself and kill Jeard, then the characters.

Bishop Jeard: Male human Clr16; CR 16; Medium-size humanoid; HD 16d8+16; hp 88 (currently 4); Init +0; Spd 20 ft.; AC 18, touch 10, flat-footed 18; Atk +17/+12/+7 melee (1d8+5/19–20, +2 *disruption heavy mace*); SA Turn undead 7/day; AL LN; SV Fort +11, Ref +5, Will +15; Str 14, Dex 11, Con 12, Int 16, Wis 20, Cha 19.

Skills and Feats: Alchemy +4, Concentration +20, Diplomacy +20, Heal +24, Intuit Direction +10, Knowledge (religion) +20, Scry +15, Spellcraft +22; Craft Wand, Craft Wondrous Item, Heighten Spell, Improved Critical (heavy mace), Scribe Scroll, Silent Spell , Weapon Focus (heavy mace).

Cleric Spells Prepared (6/8/7/7/6/6/4/4/3; base DC = 15 + spell level): None.

Deity: St. Cuthbert. Domains: Law (cast law spells at +1 caster level), Protection (*protective ward* 1/day).

Possessions: *+3 breastplate of fire protection, +2 mace of disruption, +2 headband of wisdom,* two *pearls of power* (5th and 6th level spells), *necklace of prayer beads* (*bead of smiting*), *wand of searing light* (10th level caster, 13 charges), scroll of *word of recall* and *summon monster VI*, scroll of *true resurrection, potion of fly, potion of cat's grace,* silver holy symbol, 3 flasks of holy water, 83 gp.

The Iron Rods

Terrid's *iron rods* are very old artifacts of malevolence designed by an unknown hand—most likely a devil of great power. Each is a 3-foot-long iron shaft. A hook tops the submission rod, and the retribution rod bears a number of crossbar-like phalanges.

The Submission Rod: This rod is a *+5 shocking burst, unholy heavy mace*. Three times per day, it forces anyone it touches to make a Fortitude saving throw (DC 20) to avoid suffering 1d6 points of temporary Strength damage.

The Retribution Rod: This rod is a *+5 heavy mace* that grants the wielder a +5 deflection bonus to AC. It allows use of each of the following effects once per day: *charm monster, dimension door, stoneskin,* and *wall of force,* as a 20th-level caster.

Both Rods: The possessor of these rods can use them both at once as weapons, subtracting 2 to the penalties involved (so a character with both Ambidexterity and Two-Weapon Fighting can use them both with no penalty). Further, every other week the possessor can use a *wish* spell so potent that only another artifact or a god can undo its power.

Terrid Fomgarten: Male human ex-Clr4/Ftr14; CR 18; Medium-size humanoid; HD 4d8+12 plus 14d10+42; hp 149; Init +6; Spd 20 ft.; AC 22, touch 13, flat-footed 20; Atk +26/+21/+16/+11 melee (1d8+12 plus 1d6 electricity/19–20, *submission rod*) and +26 melee (1d89/19–20, *retribution rod*); AL NE; SV Fort +16, Ref +9, Will +12; Str 21, Dex 15, Con 17, Int 15, Wis 19, Cha 12.

Skills and Feats: Craft (pottery) +12, Diplomacy +8, Heal +11, Hide +0, Jump +12, Knowledge (arcana) +9, Knowledge (history) +7, Knowledge (religion) +10, Listen +8, Move Silently +0, Ride (horse) +19, Spellcraft +10, Swim +7, Ambidexterity, Cleave, Combat Reflexes, Craft Wondrous Item, Dodge, Improved Critical (longsword), Improved Critical (heavy mace), Improved Initiative, Lightning Reflexes, Mobility, Mounted Combat, Power Attack , Two-Weapon Fighting, Weapon Focus (longsword), Weapon Focus (heavy mace), Weapon Specialization (heavy mace).

Possessions: *iron rods, +4 breastplate, +2 gauntlets of ogre power, +2 periapt of wisdom, +1 ring of protection, potion of cure serious wounds, potion of haste, potion of bull's strength*, two 75 gp silver rings, 59 gp.

9. Sacristy (EL 16)

This dimly-lit room is full of ceramic urns, holy symbols, fonts, and silver chalices. Currently, many of these lay smashed or toppled onto the floor. Four massive, red-skinned creatures with huge swords and black armor stand amid the clutter. Another, wearing a black cloak and brandishing a flaming staff, waits near the rear.

This is where the sacraments and other holy substances are kept for use in religious services.

Creatures. A bloodtroll wizard and four fighters are looting through the sacristy. The wizard has the following spells already cast: *cat's grace* (increasing Dex to 24, adding +2 to AC, Reflex saves and move silently), *haste* (6 rounds left), *mage armor*, *shield* and *see invisibility*. These effects are not accounted for in the statistics below. His current AC with these spells active is 39.

Bloodtroll Wizard: Male bloodtroll Wiz9; CR 14; Large giant; HD 6d8+42 plus 9d4+63; hp 154; Init +5; Spd 30 ft.; AC 22, touch 15, flat-footed 17; Atk +12 melee (1d6+5, 2 claws) and +7 melee (1d6+2, bite); or +14/+9 melee (1d6+8, *bloodfire staff*); Face/Reach 5 ft. by 5 ft./10 ft.; SA Rend 2d6+9; SQ Darkvision 60 ft., regeneration 5; AL LE; SV Fort +15, Ref +12, Will +11; Str 20, Dex 21, Con 25, Int 20, Wis 12, Cha 8.

Skills and Feats: Alchemy +13, Concentration +19, Heal +3, Hide +1, Knowledge (arcana) +8, Listen +7, Move Silently +7, Profession (herbalist) +13, Scry +17, Spellcraft +17, Spot +7; Alertness, Empower Spell, Iron Will, Lightning Reflexes, Maximize Spell, Scribe Scroll, Weapon Focus (quarterstaff).

Rend (Ex): If the bloodtroll hits with both claw attacks, it latches onto the opponent's body and tears the flesh. This attack automatically deals an additional 2d6+9 points of damage.

Regeneration (Ex): Damage dealt to the bloodtroll is treated as subdual damge, which automatically heals at a rate of 5 hit points per round. Fire and acid deal normal damage to the creature, which doesn't go away. Attack forms that don't deal hit point damage ignore regeneration, and it does not restore hit points lost from starvation, thirst, or suffocation. Bloodtrolls can regrow lost parts of their bodies in 3d6 minutes and can reattach severed limbs and body parts instantly by holding them to the appropriate stumps. Severed parts that are not reattached wither and die normally.

Wizard Spells Prepared (4/6/5/4/3/2; base DC = 15 + spell level): 0—*daze, detect magic, flare, mage hand;* 1st—*charm person, expeditious retreat, feather fall, mage armor, magic missile, shield;* 2nd—*cat's grace, invisibility, mirror image, see invisibility, web;* 3rd—*dispel magic, fly, haste, lightning bolt;* 4th—*minor globe of invulnerability, polymorph other, summon monster IV;* 5th—*cloudkill, empowered fireball.*

Spellbook: 0—*arcane mark, dancing lights, daze, detect magic, detect poison, disrupt undead, flare, ghost sound, light, mage hand, mending, open/close, prestidigitation, ray of frost, read magic, resistance;* 1st—*charm person, expeditious retreat, feather fall, identify, mage armor, magic missile, shield, unseen servant;* 2nd—*cat's grace, invisibility, knock, mirror image, see invisibility, Tasha's hideous laughter, web;* 3rd—*dispel magic, fireball, fly, haste, lightning bolt, slow;* 4th—*fear, minor globe of invulnerability, polymorph other, summon monster IV;* 5th—*cloudkill, hold monster.*

Possessions: *Bloodfire staff* (38 charges—this is the same as a *staff of fire* but is also a +1 weapon), *+1 ring of protection.*

Bloodtroll Fighters (4): Male bloodtroll Ftr6; CR 11; Large giant; HD 6d8+42 plus 6d10+42; hp 144; Init +4; Spd 30 ft.; AC 26, touch 13, flat-footed 22; Atk +19 melee (1d6+10, 2 claws) and+14 melee (1d6+5, bite); or +21/+16 melee (2d8+18/19–20, *Huge +1 greatsword*); Face/Reach 5 ft. by 5 ft./10 ft.; SA Rend 2d6+9; SQ Darkvision 60 ft., regeneration 5; AL LE; SV Fort +17, Ref +10, Will +6; Str 30, Dex 18, Con 25, Int 8, Wis 10, Cha 10.

Skills and Feats: Climb +10, Hide –2, Intimidate +1, Listen +7, Move Silently +3, Spot +6; Alertness, Combat Reflexes, Dodge, Iron Will, Lightning Reflexes, Power Attack, Weapon Focus (greatsword), Weapon Specialization (greatsword).

Rend (Ex): If the bloodtroll hits with both claw attacks, it latches onto the opponent's body and tears the flesh. This attack automatically deals an additional 2d6+9 points of damage.

Regeneration (Ex): Damage dealt to a bloodtroll is treated as subdual damge, which automatically heals at a rate of 5 hit points per round. Fire and acid deal normal damage to the creature, which doesn't go away. Attack forms that don't deal hit point damage ignore regeneration, and it does not restore hit points lost from starvation, thirst, or suffocation. Bloodtrolls can regrow lost parts of their bodies in 3d6 minutes and can reattach severed limbs and body parts instantly by

holding them to the appropriate stumps. Severed parts that are not reattached wither and die normally.

Possessions: *+2 chain shirt, +1 huge greatsword, potion of fire resistance* (used), *potion of cure serious wounds.*

10. Hall of Saints

Marble statues of stalwart warriors and cudgel-bearing priests line the walls of this room.

The 12 statues represent figures important to St. Cuthbert, as well as the deity himself. The hall normally is protected by a *greater glyph of warding* (*fire*) that one can avoid only by wearing a holy symbol of St. Cuthbert. However, the glyph does not function in the black rain.

11. Reliquary

This somber room contains only a cloth-draped pedestal upon which rests a simple wooden cudgel.

This secret room is the holiest of holies. The wooden cudgel is said to have been used by St. Cuthbert himself. (It is nonmagical, but sacred.) The room normally remains protected by a *greater glyph of warding* (*cold*) that one can avoid only by wearing a holy symbol of St. Cuthbert. However, the glyph does not function in the black rain.

12. Bell Tower

Boxes and crates, many covered with dust, fill this tall room. A spiral stair in the corner rises up out of sight. It seems possible that this room is at the bottom of the bell tower.

This tower is 70 feet high, the room at the top accessed by the spiral stair. The priests use the lower room for storage of mundane items, including five flasks of alchemist's fire and four flasks of acid (useful against the bloodtrolls).

The passage to the west leads to stairs down into the catacombs beneath the temple. These catacombs are empty except for graves.

13. Bishop Jeard's Quarters (EL 16)

The secret door to this room hangs open.

A private shrine to St. Cuthbert and a study make up most of this room, although it also contains a bed, a wardrobe, and a small chest of drawers.

The room contains nothing of real value—lots of personal items, holy texts, and so on.

Creatures. Yallathancia the erinyes and six bloodtroll fighters are here, looting. Yallathancia relies on her *invisibility* and *teleport without error* abilities, since she knows that she is most likely no match for the PCs in melee. Instead, she attempts to use *charm person* and *suggestion* to cause trouble while the bloodtrolls fight.

Yallathancia: Female erinyes; CR 9; Medium-size outsider (Lawful, Evil); HD 6d8+6; hp 33; Init +1; Spd 30 ft., fly 50 ft. (average); AC 27, touch 13, flat-footed 26; Atk +6/+1 melee (1d8+3/19–20, longsword); or +5/+0 ranged (1d8/x3, longbow (1d6, sling); SA Charm person, rope entangle, spell-like abilities; SQ Baatezu qualities, DR 10/+1, outsider traits, SR 22, *summon baatezu*, tongues; AL LE; SV Fort +6, Ref +6, Will +7; Str 14, Dex 13, Con 13, Int 14, Wis 14, Cha 20.

Skills and Feats: Concentration +9, Disguise +11, Escape Artist +6, Hide +7, Listen +10, Move Silently +7, Search +9, Spot +10; Dodge, Mobility.

Charm Person (Su): Yallathancia can charm a humanoid creature with a look. This is not a gaze attack, and the target need not meet her eyes. The ability has a range of 60 feet; an affected opponent must succeed at a Will save (DC 18) or become utterly loyal to her. The victim will do anything to protect Yallathancia, even if that means slaying his or her companions or facing certain death. The ability is otherwise similar to charm person (caster level 8th).

Rope Entangle (Ex): Yallathancia carries a stout rope some 50 feet long that entangles opponents of any size as an animate rope spell (caster level 16th). She can hurl the rope 30 feet with no range penalty.

Spell-like Abilities: At will—*animate dead, charm monster, desecrate, invisibility* (self only), *magic circle against good* (self only), *major image, polymorph self, produce flame, see invisibiility, suggestion, unholy blight.* Caster level 8th; save DC 15 + spell level.

Baatezu Qualities: Yallathancia is immune to fire and poision and has cold resistance 20 and acid resistance 20. She can see perfectly in darkness of any kind, including that created by deeper darkness spells. She can communicate telepathically with any creature within 100 ft. that has a language (except lemures).

Outsider Traits: Darkvision 60 ft.; cannot be raised or resurrected (though a wish or miracle spell can restore life).

Summon Baatezu (Sp): Once per day, Yallathancia can attempt to summon 2d10 lemures with a 50% chance of success or 1d4 barbazu with a 35% chance of success.

Tongues (Su): Yallathancia has a permanent tongues ability as the spell (caster level 12th). She usually uses verbal communication when dealing with mortals and saves telepathic communication for conversing with other fiends.

Note: Terrid used the *wish* function of the *iron rods* to increase Yallathancia's SR to 22.

Possessions: Longsword, longbow, rope, sack with 238 gp and six silver candlesticks worth 50 gp each.

Bloodtroll Fighters (6): Male bloodtroll Ftr6; CR 11; Large giant; HD 6d8+42 plus 6d10+42; hp 144; Init +4; Spd 30 ft.; AC 26, touch 13, flat-footed 22; Atk +19 melee (1d6+10, 2 claws) and+14 melee (1d6+5, bite); or +21/+16 melee (2d8+18/19–20, *Huge +1 greatsword*); Face/Reach 5 ft. by 5 ft./10 ft.; SA Rend 2d6+9; SQ Darkvision 60 ft., regeneration 5; AL LE; SV Fort +17, Ref +10, Will +6; Str 30, Dex 18, Con 25, Int 8, Wis 10, Cha 10.

Skills and Feats: Climb +10, Hide –2, Intimidate +1, Listen +7, Move Silently +3, Spot +6; Alertness, Combat Reflexes, Dodge, Iron Will, Lightning Reflexes, Power Attack, Weapon Focus (greatsword), Weapon Specialization (greatsword).

Rend (Ex): If the bloodtroll hits with both claw attacks, it latches onto the opponent's body and tears the flesh. This attack automatically deals an additional 2d6+9 points of damage.

Regeneration (Ex): Damage dealt to a bloodtroll is treated as subdual damge, which automatically heals at a rate of 5 hit points per round. Fire and acid deal normal damage to the creature, which doesn't go away. Attack forms that don't deal hit point damage ignore regeneration, and it does not restore hit points lost from starvation, thirst, or suffocation. Bloodtrolls can regrow lost parts of their bodies in 3d6 minutes and can reattach severed limbs and body parts instantly by holding them to the appropriate stumps. Severed parts that are not reattached wither and die normally.

Possessions: *+2 chain shirt, +1 Huge greatsword, potion of fire resistance* (used), *potion of cure serious wounds*, 25 gp.

ENDING THE ADVENTURE

If the PCs defeat Terrid and his servants, Bishop Jeard is in their debt. The powerful cleric grants them free healing and any other spellcasting (including using his scroll of *true resurrection*, if need be). Obviously, the PCs are free to take all the equipment of the invaders that they killed—except for the *iron rods*. These Jeard insists must be destroyed, not only because they are evil, but because while they remain, no one can dispel the energy field. Offer the PCs an additional experience award of 5,000 XP if they destroy these evil items.

If the characters fail, within two hours of the cry of alarm Terrid has killed Jeard and everyone else within the temple and left through the teleportation circle. The energy field exists until someone uses either an artifact to dispel it, or until a divine entity directly (like St. Cuthbert himself) intervenes. The PCs, if alive, can follow Terrid through the circle and enact revenge—with the blessing (and possibly the aid) of the Church of St. Cuthbert.

Either way, it will take a long time for the temple to fully recover. It lost many good clerics (who probably will be *raised*) as well as temple defenders.

ABOUT THE AUTHOR

Monte Cook started working professionally in the game industry in 1988. In the employ of Iron Crown Enterprises, he worked with the *Rolemaster* and *Champions* games as an editor, developer, and designer.

In 1994 Monte came to work at TSR as a game designer. As a senior game designer with Wizards of the Coast, he codesigned the new edition of DUNGEONS & DRAGONS® and authored the *DUNGEON MASTER's Guide*. His recent Wizards releases include *Return to the Temple of Elemental Evil* and the *Call of Cthulhu d20 Roleplaying Game*.

A graduate of the Clarion West writer's workshop, Monte has also published short stories and two novels. In his spare time, he runs anywhere from one to three games per week, holds a yearly game convention at his house, builds vast dioramas out of LEGO building bricks, and reads a lot of comics.

Monte designed the May through August adventures for the Official D&D Website. To read more of his recent work and find out about his own d20 imprint, Malhavoc Press, please visit his website at <www.montecook.com>.